DRAGONLANCE™ ADVENTURE

ONE ON ONE™ DUNGEON GAMEBOOKS

DRAGONWAND OF KRYNN™

by Greg and Nancy Fahlgren

A ONE-ON-ONE™ Adventure for two players

11 ON 11

ADDITIONAL ADVENTURES

LORD PATRICK VS LORD ABRAHAM IN DECLARATIONS OF WAR

Greg and Nancy Cahoon

479

A DRAGONLANCE® ADVENTURE

1 ON 1™

DRAGONWAND OF ARYNN

by Greg and Nancy Fahlgren

A ONE-ON-ONE™ Adventure for two players

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Attacker
1	0	1	∞	0	1	0	1	2K	0	0	1	0			X	2K	0	1	1	0	1
2	∞	0	X	1	X	0	X	X	2K	0	X	X	0	0	X	X	0	1	0	1	2
3	X	0	0	X	2K	X	0	0	1	0	1	0	0	X	0	0	2K	X	1	0	3
4	0	X	X	X	0	0	X	*	X	0	0	X	X	0	0	X	0	*	X	1	4
5	1	0	X	0	2K	0	1	X	X	0	X	0	−	2K	X	X	0	0	0	1	5
6	X	0	0	0	0	2K	2K	0	X	2K	0	0		0	X	0	X	2K	0	1	6
7	1	1	X	0	X	0	*	0	X	0	1	X	0	0	X	2K	0	0	1	1	7
8	0	2K	X	0	2K	X	0			0	0	0	X		0	2K	1	0	X	1	8
9	X	X	0	X	X	0	0	−	X	0	X	2K	0	0	X	0	X	−	0	X	9
10	1	2K	X	0	1	0	X	0		0	2K	X	X	X	0	X	0	0	−	0	10
11	0	0	X	2K	0	2K	0	X	0	0	0	1	0	2K		2K	0	0	2K	1	11
12	0	X	0	X		X	0	0	X	2K	0	0	2K	0	X	0		X	X	X	12
13	1	1	1	0	0	2K	0	X	2K	X	0	X	0	2K	X	0	0	X	0	1	13
14	X	0		0	0	2K	0	X		X	0	0	X	0	0	2K	X	−	X	0	14
15	0	X	0	X	X	0	0	X		2K	X	0	X	X	X	0	X	0	0	0	15
16	1	0	0	X	X	0	0	2K	X	0	0	2K		0	X	X	0	0	X	1	16
17	1	−	2K	0	0	X	−	0	2K	*	0	0	X	X	0	X	*	X	2K	0	17
18	0	X	X	X		X	0	X	X	0	X	X	−		0	0	X	0	X	1	18
19	1	0	X	0	2K	X	0	0	1	0	1	X	2K	0	0	1	X	0	1	0	19
20	2K	0	1		1	0	X		0	2K	X		0	0	X	X	0	1	X	0	20

Defender

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Instructions for handling combat: See page 6.

Definition of Terms:

X = hit. A hit is scored. Attacker tells defender how many the Points were lost due to the attacker's weapon.

0 = miss. A miss means attacker does not cause damage this turn.

2K = double hit. Defender takes double the damage from attacker's weapon.

***** = "Special." Refer to SPECIALS TABLE for your character. See page 159.

0470100007501

[illegible], Inc. All Rights Reserved.

ONE ADVENTURE GAMEBOOKS

A NEW KIND OE GAME

Inside are two books for two players. One of you becomes Lord Patrick, Knight of Solamnus, while the other becomes Lord Ariakan, Dragon Highlord. You are both searching for the same thing: the fabled DragonWand of Krynn.

Enter the landlocked city of Tarsis, where you must first locate the ancient Temple of the Dragon. Once inside the temple, your mission is to find the powerful DragonWand before your opponent can reach it and use it for his own purposes.

It is a game filled with the huge dragons, the fierce draconians, and the wonderful magical artifacts that you've come to expect when you enter the adventure-filled world of the Dragonlance adventures. Everything you need in order to play is provided: two books, Combat Table, and Character Sheets. No dice are required. All you provide is one friend and two pencils!

PLAY ANYTIME! ANYWHERE!
PLAY MANY TIMES!
THE GAME IS ALWAYS DIFFERENT!

The ONE-ON-ONE name and logo, DRAGONLANCE, and the TSR logo are trademarks owned by TSR, Inc.
©1987 TSR, Inc. All rights reserved.
Printed in U.S.A.

TSR, Inc.
P.O. Box 756
Lake Geneva, WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom